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RUN SABER™

INSTRUCTION BOOKLET

ATLUS®

SUPER NINTENDO® ENTERTAINMENT SYSTEM

RUN SABER™

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INTRODUCTION

Welcome to the dark future of Earth. The last hope of mankind rests in the hands of an elite force of cyborgs code named: Run Sabers. Created with superior strength, powers and abilities, these warriors are sent against impossible odds to stop a warped scientist from fouling the entire planet.

Join Allen the Thunder Saber and Sheena the Ice Saber on their world wide quest to stop the super-mutant armies and their evil master, Dr. Bruford. Armed with indestructible blades, our heroes delve into a world infested with mutated monstrosities.

Either try your luck at a solo mission, or team up with a friend to slice and dice the mad doctor's army of darkness in all-out, 2-player action! Collect power-ups, health kits and more as you battle your way through five stages and make your way to Brufords hidden fortress. And remember, never drop your guard!

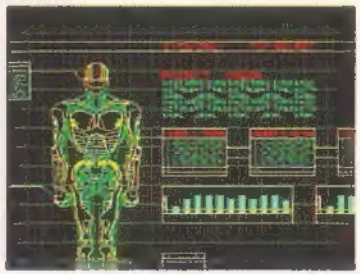
DATELINE: EARTH 2998 A.D.

In the year 2998, the earth's atmosphere had become so contaminated with toxic pollution that the earth was on the verge of a complete ecological breakdown. Mankind's only hope for recovery was a last resort new technology developed by Dr. Gordon Buford known as the "The Earth Renaissance Project", this revolutionary program would clean up the earth's surface and harness the universal energy source: Fusion.

To convert to fusion energy, the earths atmosphere would have to be subjected to lethal amounts of radioactive energy. To survive this period, mankind would have to leave the planet and put life on earth in a one year cold sleep.

But something went terribly wrong. In an effort to gain total control of the earth, Dr. Bruford Secretly stayed behind and subjected himself to massive amounts of radiation. His genetic makeup was completely changed, he mutated himself into a powerful and evil being, completely erasing all signs of humanity. The new "Dr. Bruford" began cloning mutants to build an army to aid in fulfilling his evil plans.

The worlds greatest scientists studied with horror the scanner pictures which were placed to monitor earth's progress. Conventional weaponry was deemed useless against Bruford and his army of mutant clones. Project Run Saber was soon commenced, the purpose: to create cyborg warriors with spectacular weaponry and abilities that would infiltrate Bruford's instillations and take back the earth.



Three prototypes were developed and sent to earth. Unfortunately, Kurtz (Flair Saber), Had a defective parasite defense apparatus and was captured by Bruford to be used against the rest of the Run Saber Force. Only two remain: Allen (Thunder Saber) and Sheena (Ice Saber). The future of mankind lays in their hands! Good luck Run Saber warriors.

BEGIN THE QUEST

Place the Run Saber Game Pak into your Super NES and turn the machine on. Press Start to get to the main menu screen. Here you can choose either 1 or 2-players, or the Option menu. Use the control pad to toggle between choices and press Start to select them.

The option menu has the following choices:

Players: This mode allows you to select the number of players you will use per game.

Level: Choose the level of difficulty from easy to hard, depending on your skills as a player.

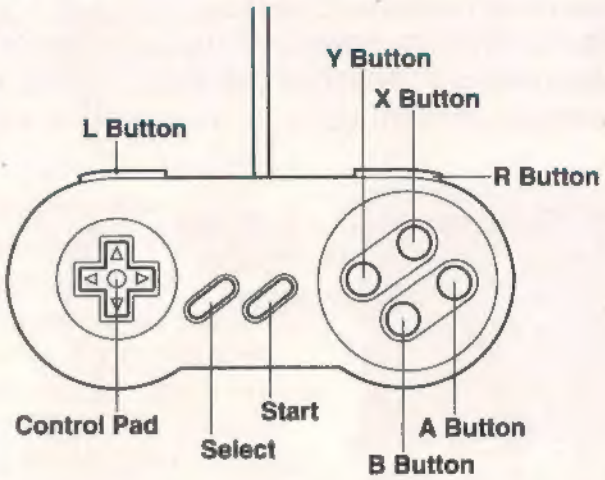
Sound: Select the background music (BGM) of your choice: Stereo, Mono or off.

Config: This mode is used to customize the arrangement of the functions of the controller buttons. The standard setting is:

B Button: Jump.
Y Button: Use the sword in an attack.
X Button: Use the special attack.

Exit: Return to the Main Menu.

CONTROLLER FUNCTIONS



Basic Run Saber movements:

Control Pad: Up, Down, Left and Right movements.
B Button: Makes character Jump.
Y Button: Makes character Attack.
X Button: Use the Special Attack.
Start Button: Pauses the game.

Special Run Saber movements:

Up on the control pad + B Button: Jump Attack. An aura envelopes the Run Saber making him or her deadly for an enemy to touch.

Down on the control pad + B Button: Aerial/Ground Kick. The Run Saber's aura is focused on the downward thrust of the foot

Press the B Button while Run Saber is in a squatting position to do a Sliding Attack. This also allows them to fit under tight areas.

Special movement: While standing on a tree branch or a scaffold, press Down and jump simultaneously to drop through.

Game Summary

Run Saber is a five stage action game that uses swords and special attack weapons to destroy enemies in solo or tandem play. Listed below are important factors about the game that will allow you to enjoy this adventure to its fullest!

Special Attack Weapon: All action on the screen freezes as you detonate this device. All enemy characters that are on the screen when you use this item take damage. Player one's Special Attack Weapon is the "Thunder Dragon" and Player two's Special Attack Weapon is the "Ice Cyclone". The animations for these effects differ, but the results are similar. Each player starts the game with 2 Special Attack Weapons.

Status Bar: Information about the Run Sabers appears at the top of the screen in the status bar. The information shown is: the number of players lives remaining, the number of Special Attack Weapons remaining, the Hit Point (HP) Life Gauge, the player's score and the Progress Display.

The Life Gauge starts with 3 HP's. It decreases by one every time you are hit by an enemy character. You can increase the Life Gauge (a maximum of 8 HP's) by collecting items capsules.

The Progress Display assists you as you travel through the levels. Since you can go in nearly every direction, this will come in handy to keep you from getting lost. A direction arrow is the most commonly found message; use it to guide your actions. Other messages include:

ALERT: This flashes whenever a Boss character is near. It continues to flash this message until you defeat the Boss.

GO DOWN! When this appears, try to move down as quickly as possible.

GO UP! When this appears, press the jump button and move up as quickly as possible.

Continues: In the 1-player mode, if you lose all of your lives you may continue from where you ended by selecting Continue. You can only continue three times. This is the same for the 2-player mode.

Second Player Join-in: If the game is begun with only one player, a second player may join in by pressing the Start button on Controller #2. This action, however, counts as one continue and decreases the continues. Thus, if the number of continues is zero, a second player cannot join in.

Character Color Change: If the Select Button is pressed during Pause, you may change the color of your character. There are a total of eight colors to choose from. Cancel the Pause to continue your game.

When an enemy is defeated, Item Capsules may appear. The easier the level of play, the more items you will collect. When the game begins, you already have some items. The items are:

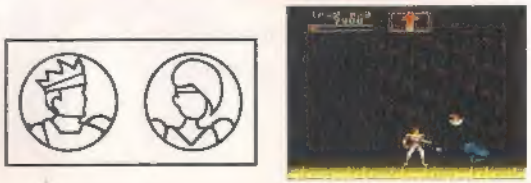
White Med Box: HP increases by one.

Blue Med Box: HP increases by two.

Flame: Sword power-up.

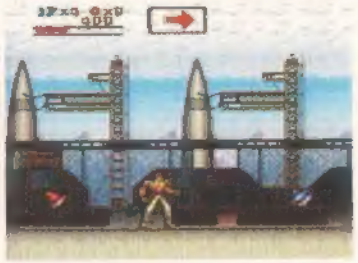
Red Ball: Special Attack Weapon increases by one.

Faces: 1-player or 2-player One-ups.



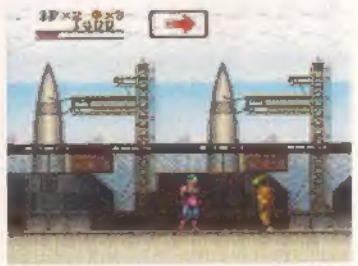
Allen Code Name: Thunder Saber

Combat cyborg modeled after an American male, this Run Saber unit wields a Thunder Sword generated from its internal plasma generator that can theoretically, vaporize all matter. **Special Attack Weapon:** Thunder Dragon is unleashed from collected plasma energies.



Sheena Code Name: Ice Saber

Combat cyborg modeled after a Russian female, this Run Saber unit wields an Ice Sword that operates at absolute zero. This weapon is capable of instantly freezing all opponents. **Special Attack Weapon:** Ice Cyclone unleashes the power of a Siberian storm.



Round 1: Taj Base

In North America, the former defense base for the Earth Renaissance Project still remains. It was believed that the command/control computer monitoring the planet's Defense Missiles was disabled. The parasitic mutants invaded and control this area. The Boss "Beautiful" is a creature equipped with the latest jet combat device and will try to destroy the Run Saber in a mid-air combat.

Enemy Characters:

Chikeega

Azoph

Boss: Beautiful

Round 2: Tong City

The City of the Orient. Once a powerful seat of industrial prowess, now it is overrun with mutants. This high tech world is set among ancient ruins that appear to be lifeless. The Boss, a statue of Shuri-Shumi, used to be known as the goddess of fortune and happiness until a parasitic mutant attached itself to her. The result is an evil and wicked life form.

Enemy Characters:

Houlai

Fujin

Boss: Shuri-Shumi

Round 3: Jod Valley

In the jungle region of South America exists the greatest diversity of life on the planet. Unfortunately, the mutant parasites have used these creatures to spread their evil. The Boss, Skeltor, is an animated skeleton of a prehistoric beast. Resurrected from the fossil remains, this adversary is formidable.

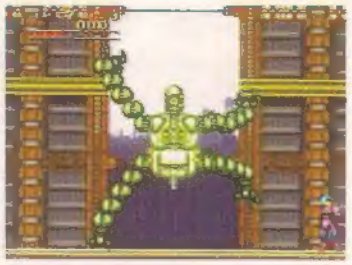
Enemy Characters:

Sea Bird

Telles Dragon

Boss: Skeltor

Round 4: Gray Fac

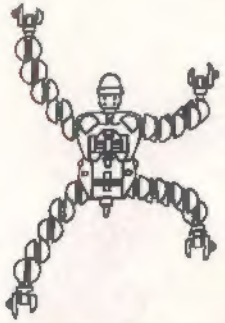


Back when mankind depended on natural resources, this was the mining capital of the world. Forgotten by man, the old mining site has been transformed into a nesting ground for the mutants. The Boss, Jumbalaya, used to be a mineral transport robot. Corrupted by the parasites, this mighty machine moves again!

Enemy Characters:

Dokuto

Reshipula



Boss: Southern Jumbalaya

Round 5: Bruford

Make it this far and you'll uncover the hidden base of the twisted genius. The entire complex is an extension of the mutated doctor. Can you stand the final confrontation?

Enemy Characters:

Experiment F

Little Face

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